

GOLDEN WEST CASINO COLLECTION RATES

POKER

Hold'em (Hi or 8 or better), Crazy Pineapple

No Jackpot in Crazy Pineapple

Limit	Collection	Jackpot Collection
\$1-2	7-9 Players \$2	\$50
	5-6 Players \$1.50	\$50
	4 or less \$1	None
\$2-4	7-9 Players \$3	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$3-6, \$4-8, \$6-12	7-9 Players \$3	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$8-16, \$9-18, \$10-20, \$15-30	7-9 Players \$4	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$20-40	\$7 per half hour per player	None
\$30-60	\$8 per half hour per player	None
\$40-80	\$9 per half hour per player	None

NO-LIMIT HOLDEM

\$1-2 Min. \$20, Max. \$100 buy-in	7-9 Players \$3	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$3-5 Min. \$40, Max. \$300 buy-in	7-9 Players \$4	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$5-10 Min. \$100, Max. \$600 buy-in	7-9 Players \$4	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$10-20 (\$600 min. buy in)	\$9 per half hour per player	None
\$25-50 (\$2000 min. buy in)	\$11 per half hour per player	None

OMAHA (HI OR 8 OR BETTER)

\$2-4	7-9 Players \$3	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$3-6, \$4-8, \$6-12	7-9 Players \$4	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$8-16, \$9-18, \$10-20, \$15-30	7-9 Players \$5	\$1
	5-6 Players \$3	\$1
	4 or less \$1	None
\$20-40	\$7 per half hour per player	None
\$30-60, 40-80	\$8 per half hour per player	None

5-CARD DRAW POKER

No Limit, 4-20	\$5 per half hour per player	None
\$3-6, 4-8, 6-12	6-8 Players \$3	None
	4-5 Players \$2	None
	3 or less \$1	None

MEXICAN POKER

No Limit	\$5 per half hour per player	None
\$3-6, 4-8, 6-12	6-8 Players \$3	None
	4-5 Players \$2	None
	3 or less \$1	None

POKER

7 Card Stud(Hi or 8 or better, or Low (Razz))

No Jackpot in Razz

Limit	Collection	Jackpot Collection
\$1-5, 3-6	6-8 Players \$3	\$1
	4-5 Players \$2	\$1
	3 or less \$1	None
\$4-8, 6-12, 2-10	6-8 Players \$3	\$1
	4 or 5 Players \$2	\$1
	3 or less \$1	None
\$8-16, \$9-18, \$10-20, \$15-30	6-8 Players \$4	\$1
	4 or 5 Players \$2	\$1
	4 or less \$1	None
\$20-40	\$7 per half hour per player	None
\$30-60	\$8 per half hour per player	None
\$40-80	\$9 per half hour per player	None

LO-BALL

No Limit, 4-20	\$5 per half hour per player	4-8 Players \$1 3 or less Players None
\$3-6, 4-8, 6-12	6-8 Players \$3	\$1
	4-5 Players \$2	\$1
	3 or less \$1	None
Deuce to Seven No Limit	\$6 per half hour per player	None

CALIFORNIA SECTION GAMES

PAI GOW POKER, SUPER PAN-9, PAI GOW TILES

Limit per Circle	Player	Player/Dealer
\$10-\$100	\$1	\$2
\$25-\$200	\$2	\$3
\$50-\$300	\$3	\$4
\$100-\$500	\$4	\$5

NO BUST 21ST CENTURY BLACKJACK

\$2-50, \$5-50, \$10-50	\$0.50	\$1 if total bet on table = \$51-200 \$2 if total bet on table = \$201&Above
\$10-100, \$25-100, \$50-100	\$1	\$1 if total bet on table = \$51-200 \$2 if total bet on table = \$201&Above
\$25-200, \$50-200, \$100-200	\$2	\$1 if total bet on table = \$51-200 \$2 if total bet on table = \$201&Above

13-CARD CHINESE POKER

\$5 per point	\$6 per half hour per player	None
\$10 per point	\$7 per half hour per player	None
\$25 per point	\$8 per half hour per player	None

JOKER POKER

Limit	Collection	Jackpot Collection
\$2-50, \$5-50, \$10-50	\$0.50	\$2
\$10-100, \$25-100, \$50-100	\$1	\$2
\$25-200, \$50-200, \$100-200	\$2	\$2

PANGUINE

\$1 Condition	6-7 Players \$3 2-5 Players \$1	None None
---------------	------------------------------------	--------------

Golden State Casino

Approved Collection Fee Schedule:

Player's	Collection Fee
6 or more players	\$4
5 players	\$3
4 or less players	\$2

HOLD"EM

In Hold'em each player receives two personal down cards as a starting hand, after which there is a round of betting. Three board cards-referred to as the "flop"-are then turned face up simultaneously, and another round of betting occurs. The next two board cards are turned face up one at a time, with a round of betting after each card. In all fixed limit Hold'em games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered on the last two betting rounds.

The board cards are community cards; that is, they are shared by all active players in the hand. After the final round of betting, a player may use any five-card combination from among the board cards and personal cards to form a hand. A player may even use all of the board cards and no personal cards. This is called 'playing the board.'

Hold'em uses a flat disk called a 'dealer button' to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually

deals the cards). The player with the dealer button is the last to receive cards on the initial deal and has the right of last action after the first betting round. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be 'dead.' Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button. In non-tournament play, the button rotates one position clockwise after each deal.

RULES OF HOLD'EM

1. In Hold'em, all blinds are 'live' (except for the 'dead collection blind'). If you post a blind, you have the option of raising the pot when it is your turn to act.
2. When there are two blinds in a game with three or more players, the small blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game has the following option: You may post or wait.
4. As a player, you cannot be dealt in when you're between the small blind and the button, unless you are buying the button or you must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or raise.
6. Players must meet all their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as 'dead money' when it becomes your turn to act, you may either call the action or raise.
8. Blinds may not be made up between the big blind and the button.
9. When a game starts a player who drew for the button is considered active in the game and is required to make up both blinds if he or she misses a blind.
10. A 'live straddle' may be done only in the position in front of the big blind. This is accomplished by putting in twice the amount of the big blind before you receive your first card. You will be last to act on the first round and you will have the option to raise. You must begin the hand with at least four times the big blind.
11. If the first card off the deck is exposed on the deal, the dealer will place it back into the deck, reshuffle, and re-cut the cards. If any other card is exposed due to dealer error, you may not keep the exposed card. After completing the

deal, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.

12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round, and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.
15. You must declare that you are playing the board, and turn your two hole cards face up. Otherwise you relinquish all claims to the pot.

CRAZY PINEAPPLE

Crazy Pineapple is basically a Texas Hold'em poker game (see rule for Texas Hold'em) except that three down cards are dealt instead of two. The betting rounds are the same as Hold'em. Just as in Hold'em a player may use any combination of five cards (between the cards in his hand and the five on the board) to determine the best hand. The player may use one card from his hand and four from the board, two cards from his hand and three from the board, two cards from his hand and three from the board or all the board cards and no cards from his hand, termed "playing the board". A player may use a maximum of two cards from his hand (you cannot use all three).

CRAZY PINEAPPLE HI-LO "8 OR BETTER"

In high- low games there is an "8 or better" qualifier. If no player can make a low hand of 8 or better, the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand.

ALL OTHER HOLD'EM RULES APPLY

OMAHA

Omaha is similar to Hold'em, with two exceptions. First, each player is dealt four down-cards instead of two, and second, a player must use precisely two hole cards with any combination of three board cards to make a five-card poker hand. Omaha is also played high-low split (eight or better for low). The betting structure for both forms of Omaha is the same as in Hold'em

RULES OF OMAHA

1. You must use two of the four cards in your hand and three cards on the board to make a valid five card hand.
2. All rules of Hold'em apply to Omaha, except the rule on playing the board, which is not possible in Omaha.
3. All rules governing "kill pots" are listed in the section on kill pots. For specific details, see the floor person.

OMAHA HIGH-LOW SPLIT (8 or better)

In Omaha High-low split (8 or better), the best high hand wins half the pot, and the best low hand wins the other half, as long as the low hand consists of five cards of different ranks, with no card being higher than an eight. Straights and flushes do not affect the value of a low hand, and an ace can be used for both high and low.

RULES OF OMAHA HIGH-LOW SPLIT (8 or better)

1. All rules of Omaha apply to Omaha high low split 8 or better.
2. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.
3. if there is no low hand, the high hand wins the entire pot, which is referred to as 'scooping the pot'
4. A player may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand consists of exactly two hole cards with three board cards.

SEVEN CARD STUD

In seven card stud, each player generally posts an ante before being dealt two cards face down and one card face up, after which the first round of betting takes place. Each player then receives three more up-cards, with a betting round after each card. After the last card is dealt face down, there is a final betting round. The best five card poker hand wins the pot. In all fixed limit stud games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered on the betting rounds for the fifth, sixth, and seventh cards.

RULES OF SEVEN CARD STUD

1. The first round of betting is initiated with a forced bet, which is called the 'bring in' by the player holding the lowest value up-card. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board starts the action. Ties are broken by position, with the player who received cards first acting first. The player with the forced bet has the option of opening for a full bet.
2. Completing an opening forced bet does not count as a raise, but merely as completion of the bet. For example; in \$15-\$30 stud, the low card opens for \$5. If the next player to act brings the bet up to \$15 (completion of the bet), three raises are still allowed.
3. In all fixed-limit stud games, when a pair is showing on fourth street (second up card), any player has the option of betting either the lower or the upper limit. For example; in a \$5-\$10 game, if you have an open pair on fourth street and you are the high hand, you may bet either \$5 or \$10. If you bet \$5 any succeeding player has the option to call \$5, raise \$5 or raise \$10. If a \$10 raise is made, all subsequent raise must be in increments of \$10. If the player who makes the open pair on fourth street checks, all other players still have the same options.
4. **7 Card Stud:** the dealer announces the low card, the high hand, all new pairs, all raise, possible straights and flushes. In limits **below** \$10-\$20 including \$2-\$10 **7 Card Stud High/Low** pairs, possible flushes and straights are not announced.
5. If a dealer accidentally turns up your first or second hole card, your third card will be dealt face down. If both hole cards are dealt up, you have a dead hand and will receive your ante back. If your hand would have contained the low card on board, action will start with the first player to your left. That player may either fold, open for amount of the forced bet, or open for a full bet.
6. If you are not present at the table when it is your turn to act on your hand, you will forfeit your ante and your forced bet, if any, and your hand will be killed in turn.
7. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
8. If you are all in for the ante and you have the lowest up-card, the player to your immediate left must come in for the forced bet, make the maximum bet or fold the hand.
9. If the wrong player is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The player with the true low card must then bet, and the player with the improperly designated low card may take back the incorrectly forced wager.
10. If a dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If an incorrect card is dealt as a final down-card due to a burn error and the card is intermingled with a player's hole cards, or a player looks at the card, that player must accept the card.

11. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting is concluded, the dealer re-burns and play resumes. (The removed cards are held off to the side in the event that the dealer runs out of cards.) If a prematurely dealt card is the final down-card and has been viewed by a player or intermingled with his or her hole cards, that player must keep the card. If there is further betting on Sixth Street, a player who has seven cards may not raise.
12. If there are not enough cards left in the deck for each player:
 - a. The dealer is to deal all the card except the last card.
 - b. The dealer will then scramble the last card and four burn cards, informing the floor person that they are shuffling the burn cards.
 - c. The dealer will cut the deck.
 - d. Then burn a card.
 - e. The dealer will then deliver the remaining down cards, using the last card if necessary.
13. If there are five players remaining with out a card:
 - a. The dealer will not burn so that each player will receive a fresh card if the dealer has determined that using this procedure the players not to have enough cards, the players will get a down card. Instead the dealer is to announce that there are not enough cards to go around and that a community card will be used.
 - b. The dealer will then burn a card and turn a card up in the center of the table. This card plays in everybody's hand. The action begins with the high hand, using all the cards including the community card. If the dealer is uncertain, or a player questions this procedure, a floor person is to be called.
14. If you pick up your up-cards and by doing so cause someone to act behind you-even in a heads up situation-your hand is dead. This does not apply in a check-check situation or a bet and call situation.
15. You must have seven cards to win at the show down.
16. A card dealt off the table must play; it is treated as an exposed card.
17. If the dealer delivers the last card face up to any player, the following rules apply;
18. If there are more than two players, all remaining players receive the last card face down. Prior to action for that round of betting, a player whose last card is exposed has the options of participating in the wagering or declaring all in.
19. If only two players remain and the first player's final card is dealt face up, the second player's final card will also be dealt face up, and the betting proceeds as normal (same as sixth street). In the event that the first player's final card is dealt face down and the opponent's final card is dealt face up, the player with the exposed card has the option of declaring all in. This decision must be made prior to any action on that round.
20. In either of the situations just described, the player who is high on sixth street will initiate the action.

21. If you call a bet even though you are beaten by an opponent's Up-cards, you are not entitled to a refund.

RAZZ

Razz is seven-card stud player for low. The format of razz is identical to that of seven card stud high, with two exceptions: first player with the highest card (aces are low) on the opening round is required to make the forced bet, and second, player with the lowest hand on the board acts first on all subsequent rounds of betting. The betting structure for razz is the same as in seven stud high, except that an open pair does not affect the betting limit.

RULES OF RAZZ

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the value of a low hand. The best possible hand is 5-4-3-2-1, known as a 'wheel' or a 'bicycle'.
2. The player with the highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is spades, hearts, diamonds, and clubs. The player with the low hand on board acts first on each subsequent round. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Dealers announce all pairs the first time they occur, except pairs of face cards, which are never announced.
4. All seven card stud rules apply in razz, except as otherwise noted.

STUD HIGH LOW SPLIT (8 OR BETTER)

In seven card stud high low split, the best hand wins half the pot, and the best low hand wins the other half of the pot, as long as the low hand consists of five cards of different ranks, with no card being higher than an 8. Straights and flushes are ignored for low, and an ace can be used for both high and low. The betting structure for stud high low 8 or better is the same as in seven card stud high, except that an open pair does not affect the betting limit.

RULES OF STUD HIGH-LOW SPLIT (8 OR BETTER)

1. The player with the low card by suit on the opening round is required to make the forced bet, with an ace counting as a high card for this purpose. On subsequent betting rounds, the high hand on board initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first.
2. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.

3. If there is no low hand, the high hand wins the entire pot, which is referred to as 'scooping the pot.'
4. A player may use any combination of five cards to make a high hand and the same or any other combination of five cards to make a low hand.
5. Splitting pots is determined only by the cards and not by agreement among players.
6. When there is an odd chip in the pot, the chip goes to the high hand. If two players tie for both the high and the low, the pot will be split as evenly as possible, with the player holding the highest card by suit receiving the odd chip. When making this determination, all cards are used, not just the five cards that constitute a player's hand.
7. When there is an odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
8. All rules for seven card stud apply to seven card stud high low split, with the exception of an open pair.

LOWBALL

Lowball is a form of draw poker with the lowest hand winning the pot. Each player is dealt five cards face down, after which there is a round of betting. Players are required to either bet or fold. The players who remain in the pot have an option to improve their hands by replacing cards currently in their hands with new cards. This is referred to as the 'draw' in limit poker; the bet doubles after the draw. The most popular forms of lowball are ace to five lowball and deuce to seven lowball. In ace to five lowball, the best hand is 5-4-3-2-1, in deuce to seven, lowball; the best hand is 7-5-4-3-2, not all of the same suit.

ACE-TO-FIVE LOWBALL

Ace to five lowball is played with a standard 52 card deck, plus a joker, which is considered to be the lowest card not already present in a player's hand. The best possible hand is 5-4-3-2-1; known as a 'wheel' or a 'bicycle' and straights and flushes have no effect on the value of a hand.

RULES OF ACE TO FIVE LOWBALL

1. Cards speak; cards read for themselves. However a verbal declaration in regard to a player's hand is binding. For example; if a player announces an '8', that player must produce at least an eight low or better to win. If you miscalc your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalculated hand occurs in a multi-handed pot, the miscalculated hand is dead and the best

remaining hand wins the pot. For your own protection, always hold your hand until you see your opponent's cards.

2. Any player spreading a hand with a pair in it must announce 'pair' in it or risk losing the pot if failure to announce the pair causes any other player to fold a hand. If two or more hands remain intact, the best hand wins the pot.
3. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, that player will then be obligated to take the blind.
4. A player who fails to take the blind must wait for the big or may kill the pot, as long as no player at the table objects to the killed pot.
5. In multiple blind games, if for any reason the big blind passes your seat; you may either wait for the big blind or post the blind. This does not apply if you have taken all of your blinds and change seats. In this situation, you will be dealt in when your position, in relation to the blinds, entitles you to a hand.
6. In limit ace to five, before the draw, an exposed card of seven or under must be kept, and an exposed card higher than a seven must be replaced after the deal has been completed. After the draw, an exposed card cannot be taken. The draw is competed to each player in turn, and then the exposed card replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and are replaced.
7. Any player may draw up to four consecutive cards (and then everyone draws & then you will receive your 5th card).
8. Five cards constitute a playing hand; more or fewer than five cards after the draw constitute a fouled hand. Before the draw, if you have fewer than five cards in your hand, you may receive additional cards, provided that no action has been taken by the first player to act, unless the action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card, even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five card hand.
9. You may change the number of cards you wish to draw provided; A. No cards have been dealt off the deck in response to your request and B. No player has acted on his or her hand based on the number of cards you have requested.
10. If another active player asks how many cards you drew, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond, once there is any action after the draw, you are no longer obligated to respond, and the dealer cannot respond.
11. In limit play, a bet and six raises are allowed in all multi-handed pots.
12. In limit play, check and raise is permitted.
13. The minimum opening bet is the size of the big blind
14. Rapping the table in turn indicates either a pass or the declaration of a pat hand, depending on the situation.
15. In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and a better hand beats your hand, you will lose the pot and any additional calls you make.

16. In ace to five lowball, in the event of an all in bet that is less than half a bet, a seven or better may call the short bet after the draw and win the pot. However, if another player overcalls this short bet and loses, the person who overcalled will receive the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.
17. For rules governing 'kill pots' refer to the section on kill pots.

DEUCE TO SEVEN LOWBALL

Deuce to seven lowball is played with a standard 52 card deck; no joker is used. The best possible hand in this game is 7-5-4-3-2, not all of the same suit.

RULES OF DEUCE TO SEVEN LOWBALL

The rules for deuce to seven lowball are the same as those for Ace to five lowball, with the following exceptions;

1. Straights and flushes count against the value of a hand, and an ace is considered as high only.
2. Note the 5-4-3-2-A is not considered to be a straight, but rather an A-5 high. So it beats other ace high hands and pairs.
3. Before the draw, an exposed card of 7,5,4,3 or 2 must be taken. Any other exposed card, including a 6, must be replaced.
4. Check and raise is permitted on any hand after the draw.

RULES OF NO LIMIT AND POT LIMIT LOWBALL

All of the rules for no limit and pot limit poker apply to no limit and pot limit lowball. All lowball rules apply also, except as noted:

1. In no limit Ace to Five lowball, a player must take an exposed card of A, 2, 3, 4, or 5 before the draw, and any other card must be replaced. In deuce to seven lowball, a 2,3,4,5, or 7 must be taken, and any other card, including a 6, must be replaced.
2. After the draw, any exposed card must be replaced
3. After the draw, a player may check any hand without penalty.
4. Check and raise is permitted.

DRAW POKER (JACK OR BETTER)

Draw poker is played with a standard 52 card deck, plus a joker, which can be used either as an ace or as any card that completes a straight, flush, or straight flush. If the joker is used to make a flush, it is considered the highest flush card not already

present in a player's hand. The best possible hand in draw poker is five aces (four aces and the joker). All limit five card draw games have fixed limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw.

RULES OF DRAW POKERS (JACKS OR BETTER)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit if antes has been reached for that particular game.
2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot open. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand, and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw has not been completed. If no other player declares the pot open bets are returned, except the opener's first bet. The first bet and antes remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. A player who opens the pot in jacks or better must show the openers, whether the hand is called or not, to win the pot.
4. In all cases, the pot will play-even if the opener shows or declares a fouled hand-if there has been a raise, two or more players have called the opening bet, or all action has been completed before the draw.
5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
6. An opener may be allowed to retrieve his or her hand to prove openers at the Floor Persons discretion.
7. Any player may request that the openers retain the opening hand and show it after the winner if the pot has been determined.
8. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when you final hand is compared with your discards, you will lose the pot.
9. You are not splitting openers if you retain openers. If you start with the ace, king, and queen of spades, the joker, and the ten of clubs, you are not splitting if you discard the ten of clubs. You are breaking a straight to draw to a royal flush, and doing so you have retained openers.
10. After the draw, if you call openers bet, and you cannot beat openers, you will not get your bet returned.
11. Any player may draw up to five consecutive cards.

12. Five cards constitute a playing hand; more or fewer than five cards after the draw constitute a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, provided that no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card, even if action has taken place. If action has been taken, a player is entitled on the draw to receive the number of cards necessary to complete a five card hand.
13. If another active player asks how many cards you drew, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond, and the dealer cannot respond.
14. You may change the number of cards you wish to draw, provided that;
 - a. No cards have been dealt off the deck in response to your request.
 - b. No player has acted on his or her hand based on the number of cards you have requested.
15. Cards that are exposed by the dealer before the draw must be kept.
16. Cards that are exposed by the dealer on the draw cannot be kept and will be replaced at the end of the draw.
17. Check and raise is permitted.
18. A bet and six raises are allowed in multi-handed pots.
19. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.
20. Rapping the table in turn indicates a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may reconsider his or her action.
21. If you are all in for just the ante you may still declare the pot open if you have openers. If you are all in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you buy in again, you must wait until the pot has been legally opened and someone else has won it before you can resume playing.
22. You have the right to pay the ante at any time and receive a hand, unless there is additional money in the pot that was forfeited during a hand in which you were not involved.
23. If an all in player is playing for just the antes and has declared the pot open, all callers must come in for the full opening bet.
24. If you have only a full ante and no other chips on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for the part of the antes that you have matched, without putting any more chips into the pot.

NO LIMIT AND POT LIMIT POKER

RULES OF NO LIMIT POKER

All the rules for limit games apply to no limit games, except as noted in this section.

1. In no limit poker, there is no maximum number of raises in any betting round.
2. All wagers must be at least equal to the minimum opening bet, unless a player is going all in. Any player who has already checked may not raise a bet of less than the minimum opening bet.
3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all in wager. A player who has already checked, called, or raised may not subsequently raise or reraise an all in bet that is less than the amount of the last bet or raise. For example; player A bets \$100. Player B raises \$100 more, making the total bet \$200. If player C goes all in for less than \$300 total (not a full \$100 raise) and player A calls, then player B has no option to raise again, because he wasn't fully raised. However, player A can raise-after player C goes all in, because he was fully raised by player B. If player A does not raise, the betting is reopened and player B can raise again.
4. A wager is not binding until the chips are actually released into the pot.
5. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
6. Since no limit play may require a large number of chips to make a bet, a player who verbally declares a raise is allowed to return to his stack in a continuous motion until the wager is complete.
7. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is considered to be calling the previous bet, unless that player makes a verbal declaration to raise the pot.
8. In all no limit games, the house has the right to place a maximum time limit or taking action on your hand. The dealer will 'put the clock' on someone when requested to do so by the floor person. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will receive a ten second warning, after which your hand is dead if you have not acted.

RULES OF POT LIMIT POKER

All the rules for both games and no limit games apply to pot limit games, except as noted in this section.

1. In pot limit poker, a bet may not exceed the size of the pot. If a wager is made that exceeds the size of the pot, the surplus will be given back to the bettor, and raise will be the maximum allowed.

2. In pot limit Hold'em and pot limit Omaha; a player may open for any amount up to four times the size of the big blind. For Example; if the blinds are \$10 and \$20, a player may open with either a call of \$20 or a raise of any amount from \$40 to \$80 in increments of the smallest chip used in the game.
3. In pot limit play, if single dollars are used in the blind, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
4. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot contains \$100 and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.
5. In pot limit, if a chip or bill larger than the pot size is put into the pot without comment, it is considered to be a pot sized bet.
6. In pot limit games, an optional "live" straddle is allowed. The player making the live straddle must be immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the live straddle has last action for the first round of betting and is permitted to raise, even if all other players just call the straddle.

KILL POTS

In a game that requires a player who wins two consecutive pots to kill the next pot (natural kill); a marker called a 'kill button' indicates which player has won the previous pot. The winner keeps this marker until the present hand has been completed. If the player with the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot. There is no pot size requirement for the first pot or "leg" of a kill. For the second to qualify for a kill, there must be a flop. A player must win at least one full bet for whatever limit is being played, and the bet cannot be any part of the blind structure.

1. In lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill the pot again (for the same amount as the previous hand).
2. If a player with one 'leg up' splits the next pot, that player still has a leg up for the following hand. If the player who splits the pot was the kill in that hand, then that player must also kill the next pot.
3. The kill button is neutral (belonging to no player) if;
 - a. It is the first hand of a new game.
 - b. The winner of the previous pot has quit the game
 - c. The previous pot was split, and neither player had the kill button.
4. When a player wins both the high and low (a scooper) in a split pot game with a kill provision, the next hand will be killed only if the total pot is at least five times the size of the upper limit of the game.

5. In lowball, players may look at their first two cards before deciding whether to kill the pot. However, the pot may no longer be killed if any player in the game has received a third card. To kill the pot voluntarily, a player must have at least four times the amount of the kill blind in his or her stack
6. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider your action, provided no one has acted behind you. If it is a required kill pot with the kill button face up, you must complete the bet.
7. A player who is required to post a kill must do so that same hand, even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in the game until the kill money is posted.
8. In a kill pot, the killer acts last on the first round of betting, but before any player acts twice. If the killer raises, the action returns to the first player who entered the pot.
9. Broken game status is allowed only for players of the same game at the same limit. For this purpose, a game with a mandatory kill is considered different from an otherwise identical game without a mandatory kill.

21st Century Blackjack

House Rules

HOW TO PLAY

No Bust Blackjack is a variation of standard blackjack. It is a player-banked game with the same objectives and strategy a standard Blackjack.

1. The best hand is a "Natural".
2. A player may "bust" (go over 21) and not lose. (If the player banker "busts" higher).
3. All cards have face value.
4. A Joker with any card is a Hard 21. Players may not draw any further.
5. A player may not hit 19 or 20.
6. Aces have a value of 1 or 11.
7. All face cards have a value of 10.
8. The value of each hand is the sum of its cards.
9. All players' hands are compared with the player banker's hand.
10. Players have two objectives:
 - a. Form a hand whose sum does not exceed 21 points;
 - b. Form a hand whose value is greater than the player banker's hand.
11. Each player will receive two cards on the initial deal.
12. Players have the option of drawing additional cards.

NATURALS

A "Natural" is any combination of Aces and Joker on the first two cards. (I.e. ACE-ACE, ACE-JOKER, or JOKER-JOKER).

GAME RULES

1. The player banker must hit until his hand totals a hard 17 or better. (He must hit a soft 17).
2. Players may "Double-Down" on any two cards with the following exceptions"
 - a. Any hand with a Joker
 - b. A Natural
 - c. Hard 19 or 20
3. Players may "Split" cards of equal value three times. Players may "Double Down" after a split.
4. "Naturals pay 3 to2.
5. There is one joker per deck. Six Jokers are in play at each table (at beginning of a six deck shoe).
6. If a player's total is more than 21 and the bank's total is 21 or less, the BANK WINS.
7. If a player's total is 21 or less and the bank's total is more than 21, the PLAYER WINS.
8. If the player and the player banker's total is above 21:
 - a. Player banker is closer to 21, PLAYER BANKER WINS.
 - b. If player is closer to 21, it is a PUSH.
9. Bank wins all ties over 21.
10. If the player and the player banker's total is below 21, the hand closer to 21 wins.
11. All ties on totals below 21 are a push.
12. If player and banker have a "Natural" it is a PUSH.
13. If the banker's up card is a Joker there is no draw.
14. Players may not draw cards with a "Natural".
15. If banker has a Joker down you may only lose the original bet (double down & split bets will be returned).

SUPER PAN 9 RULES OF PLAY

1. Golden West Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against Golden West Casino.
2. A collection is taken in advance for each bet. You must have a full minimum bet after paying the collection.
3. You must bet at least the table minimum. Less than minimum bets will receive no action will not be tolerated.
4. There is no MAXIMUM on dealer wages.
5. "Kum-Kum" bets will be paid off and/or collected as one bet.
6. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet.
7. Players who choose to bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
8. All action goes clockwise, starting with the action button.
9. All cash will be changed to chips. All bets will be paid off with chips.
10. The player who controls the seat is the only active player for that position and the only one allowed to handle the cards.
11. The active player has the right to refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on any spot, that player is allowed to wager or backline there until the dealer position is moved to the next player. Backline players may participate in the play of the hand.
12. Backline players may participate in the play of the hand. If the active player and backline players disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
13. When the backline player wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Dealer to stop the action before the active player arrives.
14. In the dealer position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
15. The active dealer may designate any person to shake the dice except a Golden West Casino employee on duty. Each player may shake the dice four times per round.
16. Once the House Dealer has released the dice and announced, "No More Bets", no one may change his wager. *PENALTY: Possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.*
17. The dealer's hand will not be opened until all bets have been set, with the exception of a "House Way" hand.
18. All players must put the entire wager in the spot before the dice are released by the House Dealer. Only money in the spot plays. Stating "Money Covers" or other call bets is NOT acceptable.

19. Any active player is entitled to ask the House Dealer the amount of the dealer's wager to the extent that it affects the play of his hand.
20. No side bets or propositions are allowed.
21. The active player has the first option being the dealer on his spot. If there was no wager on the previous hand, no one may be the dealer on that spot.
22. Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
23. Any attempts to switch, pass and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any players found guilty of such actions will be barred any may be subject to prosecution.
24. A player removing a losing bet may be barred and/or subject to prosecution.
25. A player who removes a winning wager from the betting circle may be paid the minimum bet if the correct amount of the wager cannot be determined.
26. Any player who has the wrong number of cards or whose hand drops below the table level may have a fouled hand. The fouled hand may be used to pay off winning players (to the extent that money covers).
27. All players are forbidden to show or discuss their hands with any other players.
28. A player may see one hand only, regardless of the number of hands with any other players.
29. When the dealer's three card hand totals three or less, the House Dealer will automatically draw a card. When the dealer's three card hand totals 7, 8, or 9, the hand stands.
30. When the player's three card hand totals a three or less and he does not draw a card, he will first be given a verbal warning. If repeated, the player may be dealt out.
31. A boxed card in the shoe is a dead card and will be replaced by the next card in the shoe. When the House Dealer deals a card off the table, the card is dead and the player will receive the next card.
32. No wager can be removed until all hands are opened.
33. All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the dealer has acted on his hand and before the players' hands are read. (NOTE: *An exposed card is defined as one that lands face up on the table.*)
34. The dealer's hand is not set until he has signified his final decision in an obvious manner to the House Dealer.
35. A misdeal will be declared if:
 - a. It has been determined before the deal is complete, the cards have gone to the wrong spot.
 - b. If the dealer has the wrong number of cards.
 - c. If the House Way hand has the wrong number of cards.
36. A hand that has been misread by the House Dealer will play a true value if it can be retrieved intact.
37. Each player must request a card in turn verbally or by a scratching motion with his hand or his cards towards himself. The House Dealer will check with each player in turn.
38. If a player is passed over without protecting his right to draw and the subsequent player has drawn a card, the passed player may not get a card.

39. When a player requests assistance on the play of a hand from the House Dealer, a "House Way" button will be placed in that position. In turn, the House Dealer will play the hand according to the following Golden West Casino guidelines:
 - a. Draw on five (5) or less.
 - b. Stand on six (6) or more.
40. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

PAI-GOW POKER – DOMINOES

RULES OF PLAY

Pai Gow is a Chinese game of dominoes that's thousands of years old, and is one of the oldest forms of gambling. The name literally translates as 'to make nine'. The game is played with 32 dominoes, 11 of which are identical pairs. The remaining 10 are made up of five mixed pairs.

The aim of the game is to make two 'ranking' hands using four dominoes, two dominoes per hand. The two hands are made up of the back, or high hand, and the front, or low hand. Players must have higher rankings of their hands than the bank's to win. If the player wins one hand and the bank the other, this is a standoff. If both banker and player have the same ranking hands, the bank wins.

For further information, please visit our Learn to Play centers.

HOW TO PLAY

1. The dominoes are shuffled by the dealer and placed in 8 stacks of 4 each.
2. Players make their bets.
3. Three dice are rolled and the total used to determine which player will get the first stack of dominoes.
4. The dealer then deals one stack of four dominoes to each player's position.
5. Players now rank their dominoes making two hands which they place side by side in front of their bets.
6. The dealer first shows the bank's hand and then the players' hands.
7. A player's hand wins if both hands are of a higher value than the bank's.
8. If a player's hand has the same value as the bank's but a high tile of a higher ranking, the player wins. In the same way, the bank wins if their high tile has a higher ranking.
9. If a player and the banker both have a zero (a hand of any two tiles which do not make a pair, or a Gong that adds up to 10 or 20) the banker wins regardless of rank.
10. A stand off occurs if only one of a player's hands is higher than the bank's hand.
11. At the end of the hand, the dealer collects the losers' bets and pays the winners at even money less 5% commission.

RANKING THE DOMINOES

In Pai Gow, the dominoes have special rankings and names. The following chart sets these out:

MEXICAN POKER

RULES OF PLAY

Mexican Poker is played with a standard deck "stripped" to 41 cards. The 8's, 9's and 10's are removed. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Objective: Each player receives a total of 5 cards, 4 of which must be face up. After the first two cards are dealt (1 down and 1 up), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the players may expose their down card, if they wish. This action must be complete prior to the deal of the third card, which may be delivered up or down depending on whether or not previously dealt down cards have been opened. The fourth and fifth cards are then dealt and played according to the same format. The player with the ranking hand wins the pot.

Ranking of Hands-From Highest to Lowest (Remember-A Full House Beats a Flush) NO 8's, 9's or 10's in the deck

- | | | |
|-------------------|--------------------|---------------|
| 1. Five of a Kind | 5. Full House | 9. Two Pair |
| 2. Royal Flush | 6. Flush | 10. One Pair |
| 3. Straight Flush | 7. Straight | 11. High Card |
| 4. Four of a Kind | 8. Three of a Kind | |

1. All cards 8 through 10 are removed from a regular 53-card deck. (Deck includes joker, which remains). The joker is "wild" in all cases when dealt face down. However, when dealt face up, it is "wild" only with Aces, Flushes, and Straights.
2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet. The opening bettor has the option of opening at either the lower or upper limit.
3. The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.
4. If the house dealer exposes any down card, that player will receive his next card down and will be permitted to declare "all-in". If the Joker is inadvertently exposed, it will play as if it had been dealt face down – "wild" in all cases.

5. The game allows for the counting as a straight certain hands containing a non-contiguous progression of numbers due to cards 8, 9 and 10 being removed. These hands: 4-5-6-7-J, 5-6-7-J-Q, 6-7-J-Q-K, 7-J-Q-K-A are considered straight.
6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.
7. In the case on 3rd, 4th, or 5th streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.
8. If a player exposed a card, during other than prescribed times, it is not considered an exposed card and will be required to play it as a down card.
9. Starting after the 2nd card, a card will be burned on each round.
10. Check and raise is permitted.
11. All raises must be at least equal to the size of the last bet.
12. Cards speak. Hold your hand until you are sure of what your opponent has.
13. Once a card touches the muck, the hand is considered dead.
14. No string bets or raises.
15. One short buy is allowed for every full buy-in (1 full, 1 short, etc.)
16. If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
17. No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.
18. All players will act in turn. If a player checks the player who checked first must show his hand first.
19. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to that unless action has been taken behind this act.
20. Management reserves the right to make decisions in the best interest to the game. All management decisions are final.

Joker Poker Rules of Play

Basics and Procedures

1. The object of the game is to make the highest possible 5-card poker hand, including one Joker.
2. Joker Poker is played with specially designed conventional cards. Each card has double value.
 - a. Face Value: The standard deck of 52 cards with conventional value
 - b. Cover Value: A special design of a Joker, used as a wild card to improve each hand by at least one rank.
3. Each player and the bank final hand will be composed of five cards.
4. All action (dealing and paying or collecting of wagers) proceeds clockwise from the position as determined by the dice.
5. Players must post minimum required wager prior to receiving cards. (Minimum and maximum amount of wagers and collections are posted at the table.)
6. Player's cards are dealt sequentially and one card at-a-time, and will receive a total of three down cards.
7. The bank hand will receive two cards face up and one card face down.
8. At this time players act in turn by exercising one of the following options:
 - a. Surrender the hand and forfeiting half of the wager.
 - b. Play with the original wager.
 - c. Doubling-up by putting forward another bet equal to the original wager.
 - d. Triple-up by putting forward two bets equal to the original bet, only if the Bank's two up cards is a pair.
9. The remaining Players and the bank will receive two more face down cards in sequence to complete their hands.
10. At this time, Players designate one card to play as a Joker (wild card) and place it in the Joker box and the remaining four in the Poker box.
11. The House Dealer will turn over one at a time the Banker's three down cards. One card will be designated as Joker and all hands will play in comparison with the Banks' hand.
12. Players will all tie hands (all five cards must play) with the value of three of a kind or better.
13. Banker wins all hands with a value of one pair. (Example: If the Player is holding one pair (including Joker) of Aces and the Banker is holding one pair of Queens (including Joker), the Banker will win the hand.)
14. Player must declare and turn over all Natural Royal Flushes. Natural Royal Flushes will be paid prior to any other wagers. If a Player fails to declare a Natural Royal Flush, then this action will be determined based upon his position that was originally established by the dice.
15. The Bank is only allowed to win or lose the amount of the Bank's original bet.
16. In order for a Player to Bank, the Player must have placed a wager on that position the hand prior to declaring his intent to Bank on that position.

17. Players MAY NOT play more than one position at a time. If a Player desires to play more than one position during the hand, the Dealer will play the hand. The Player has no options (as outlined in #8 above) other than to play his original bet.

Ranking of Hands

Rank	Hand
1	Natural Royal Flush
2	Five of a Kind
3	Non Natural Royal Flush
4	Straight Flush
5	Four of a Kind
6	Flush
7	Full House
8	Straight
9	Three of a Kind
10	One Pair

Misdeals

The following circumstances may cause a misdeal:

1. An incorrect number of cards have been dealt to a Player.
2. The Dealer on the initial deal has exposed two or more cards.
3. Cards have been dealt to an empty seat or a Player not entitled to a hand.
4. A player has been dealt out who is entitled to a hand.

In all instances of a misdeal, the Action Button will not be moved.

Irregularities

1. If the Action Button is discovered to be in the wrong position play will not resume until it is placed in the proper position. If its proper position cannot be determined the dice will be shaken again.
2. The Player must protect his own hand at all times. The Players cards may be protected with the Player's hands, a chip, or other object placed on top of them. If the Player fails to protect his hand, the Player will have no redress if it becomes fouled or the Dealer accidentally kills the hand.
3. If two cards of the same rank and suit appear during a hand, all action is voided and all money is returned to the Players for that round.
4. A card discovered face-up in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and has been intermingled with the other cards. In that case, the card that was face-up in the deck will be replaced after all other cards are dealt for that round.
5. Exposed Cards:

- a. If the Dealer accidentally exposes a card while dealing the Players first three cards, that card will be replaced after all other cards are dealt for that round.
 - b. If the Dealer accidentally exposes the Banks down card while dealing the Banks first three cards, that card will be replaced after all other cards are dealt for that round.
 - c. If the Dealer accidentally exposes a card while dealing the Players final two cards, the cards will play.
 - d. If the Dealer accidentally exposes a card while dealing the Banks final two cards, the cards will play.
 - e. If a card is accidentally dealt off table, that card will be considered to be an exposed card.
6. If the Player drops a card on the floor out his hand, it is considered a dead card, thereby causing the Player to have a dead hand.
7. One or more cards missing from the deck does not invalidate the results of a hand.
8. Players may not share their hand with another Player. Players violating this rule may have their hand declared as a dead hand and risk losing their wager.

PAN-PANGUINGUE RULES OF PLAY

PLAYERS

Two or three can play, but four to eight players are best.

THE PAN DECK

The PAN deck consists of 320 cards. Eight decks of regular cards make one PAN deck, with 8's, 9's and 10's removed. There are no JOKERS. In all games, one complete set of Spades is removed thereby leaving a total of 310 cards. Sequence of cards: A, 2, 3, 4, 5, 6, 7, J, Q, K (high). Note that the Jack follows the seven in sequence.

THE DEAL

The deal and play are counter-clockwise.

TERMINOLOGY

MELDS OR SPREADS

Melds or spreads must be at least three cards or as many as eleven. There are two types of melds: "sets" usually called "squares" and sequences usually called "ropes".

ROPES

Ropes are any three or more cards of the same suit and in sequence, (i.e., Clubs 6, 7, J).

SQUARES

Squares are three or more cards of the same rank and of different suits, (i.e. Club 6, Heart 6, Diamond 6, or also the same suits as Diamond Q, Q, Q). Additionally, any three Aces or any three Kings, regardless of suit, qualify as Heart K, Heart K, Club K. Aces and Kings are "non-comoquers".

CONDITIONS

Certain melds have value and are called conditions. When melding a condition, the player may immediately collect chips from each player who had declared to play the hand, by asking for the correct amount due him or her.

VALUE OF CONDITIONS

All three's, five's and seven's are "valle" (pronounced "valley") cards, all others are non-valle.

1. Any set of valle cards, not in the same suit: one chip
2. Any set of valle cards, in the same suit: two chips
3. Any set of non-valle, in the same suit: one chip; two chips in Spades
4. Any sequence of A, 2, 3, in the same suit: one chip; two chips in Spades
5. Any sequence of K, Q, J, in the same suit: one chip; two chips in Spades

RULES OF PLAY

TO START PLAY

Five cards are dealt to each player with one card turned face-up. The player dealt the lowest card first will be the first one to act. Each player then receives five more cards. From then on, the winner of the last hand will be dealt to first and be the first to act.

BEFORE THE ACTION

Each player gets to look at his or her hand and evaluate its potential. Starting with the winner of the previous hand, each player declares whether he or she will play the hand or forfeit his or "top" and discard the hand.

ACTION BEGINS

Action begins with the first person to declare in, drawing a card from the top of the deck. If he or she chooses not to use the first card drawn, he or she is allowed to draw again. A player drawing a card from the deck, or from the top of the discard pile, must use the card immediately in a meld, NEVER placing the card in his or her hand. If a drawn card cannot be used, it must be discarded. A player may draw from the top of the discard pile only if both the top card of the discard pile was drawn from the deck and discarded by the preceding player and he or she can immediately meld this card. After drawing a playable card and using it in a meld, a player may meld as many "spreads" as he or she holds or may add to his or her existing meld(s) and collect "pays" due before discarding, which ends his or her turn.

ADDING TO A MELD

A player may add one or more cards to any of his or her melds provided that the character of the meld is preserved. To a set of different suits, same rank, he or she may add any card of the same rank. Also, to a set of the same suit, another card of the same rank may be added. If a condition is increased as Heart K, K, K, original condition for each Heart K added. When adding to a set of three value cards in the same suit, half value is collected. One chip in any suit, two chips in Spades.

BORROWING

A player may take a card from one of his or her increased melds to make a new spread provided he leaves a valid meld. For example: from Diamond J, 7, 6, 5, he or she may borrow either the Jack or the five, but not the seven or six. When borrowing from a square as Heart 6, Club 6, two Spade 6's, only one Spade 6 and no other can be removed without affecting the meld.

ON THE OUT

The winner of the hand receives, from each participating player with chips, the total of his pays as they lay, plus two (2) chips for the outs. The winner also receives the "tops" which are given to him or her last.

ADDITIONAL RULES

1. **Count your cards** before you declare yourself in. To declare means that you have counted your cards and are ready for play. It is your responsibility, not the dealers, to see that you have the correct number of cards.
2. **No stuffing of cards** is permitted except by the dealer.
3. **Never put a drawn card into your hand.** Your hand will be fouled. *Exception: If the player is going out.*

PAI-GOW POKER RULES OF PLAY

1. Golden West Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against, Golden West Casino.
2. A collection is taken in advance for each bet. You must have a full minimum bet after paying the collection.
3. You must bet at least the table minimum. Less than minimum bets will receive no action and will not be tolerated.
4. There is no MAXIMUM on dealer wages.
5. "Kum-Kum" bets will be paid off and/or collected as one bet.
6. Players who choose to be "Kum-Kum" must each wager at least the minimum bet.
7. Players who chose to bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
8. All action goes clockwise, starting at the action button.
9. All cash will be changed to chips. All bets will be paid off with chips.
10. The player who controls the seat is the only active player for that position and the only one allowed handling the cards.
11. A maximum of two backline bets is allowed on each non-dealer spot. A third backline bet will receive no action. The active player has the right to refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on any spot, that player is allowed to wager or backline there until the dealer position is moved to the next player.
12. Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
13. When the backline player wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Dealer to stop the action before the active player acts.
14. In the dealer position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
15. The active dealer may designate any person to shake the dice except a Golden West Casino employee on duty. Each player may shake the dice four times per round.
16. Once the House Dealer has released the dice and announced, "No More Bets", no one may change his wager. *PENALTY: Possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.*
17. The dealer's hand will not be opened until all hands have been set.
18. All players must put the entire wager in the spot before the House Dealer releases the dice. Only money in the spot plays. Stating "Money Covers" or other call bets is NOT acceptable.
19. Any active player is entitled to ask the House Dealer the amount of the dealer's wager to the extent that it affects the play of this hand.
20. No side bets or proposition bets are allowed.

21. The active player has the first option of being the dealer on his spot. If there was no wager on the previous hand, no one may be the dealer on that spot.
22. Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
23. Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any players found guilty of such actions will be barred and may be subject to prosecution.
24. Any player removing a losing bet may be barred and/or subject to prosecution.
25. A player who removes a winning wager from the betting circle may be paid the minimum bet if the correct amount of the wager cannot be determined.
26. A player has a fouled hand if:
 - a. The two-card hand is stronger than the five-card behind hand.
 - b. The player does not have exactly two cards in the front hand.
 - c. The player does not have exactly five cards in the backhand.
27. All players are forbidden to show or discuss their hands with any other players.
28. A player may see one hand only, regardless of the number of hands with any other players.
29. The JOKER may be used for Aces, Straight or Flushes.
30. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
31. A misdeal will be declared if:
 - a. A Joker or Ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed.
32. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by House Dealer, a "House Way" button will be placed on the hand. The House Dealer will set the hand the "House Way".
33. No wager can be removed until all hands are opened.
34. Management will reset any "House Way" hand incorrectly set by the House Dealer.
35. The House Dealer cannot allow the dealer to set his hand foul. If the House Dealer mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.
36. The dealer's hand is not set until he has signified his final decision in an obvious manner to the House Dealer.
37. If it is discovered that the House Dealer did not show all options to the dealer, the hand will be reset the "House Way" before the third hand is exposed.
38. New set-ups may be requested after two rounds.
39. The dealer may ask the House Dealer for an extra shuffle.
40. Only the dealer may request a change of deck between the first and second deal. Any active player may request a deck change during a House Dealer change.
41. When two identical cards are turned up, the hand will be declared a misdeal.
42. A hand that has been misread by the House Dealer will play a true value if it can be retrieved intact.
43. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

PAI-GOW POKER

HOUSE WAY

<u>HAND</u>	<u>HAND SET</u>
No Pair	2 nd and 3 rd Highest cards in front
One Pair	Pair in back, highest two other cards in front
High Pairs = A's, K's, Q's	Small Pair in front
High Pairs = J's, 10's, 9's	Two pairs in back with at least an Ace in front: otherwise split
High Pairs = 8's, 7's, 6's	Two pairs behind if King or higher in front: otherwise split
High Pairs = 5's, 4's, 3's	At least Queen or higher in front then two pair behind: otherwise split
Three Pair	Highest pair in front

Three of a kind - Aces	Ace + highest card and a pair Aces behind
Three of a Kind - Kings and below	Never split. Highest card in front. Trips in the back.
Two Sets	Highest pair of the two sets in front. Lowest set behind.
Straight, Flush, Straight Flush = No Pair	Two highest cards in front that will leave any complete hand in back.
Straight, Flush, etc. = One Pair	Highest possible two cards (pair or no pair) in front that will leave any complete hand in back.
Straight, Flush, etc. = Two Pair	Use two pair strategy
Straight, Flush, etc. = Three of a Kind	Complete hand in back, pair in front
Full House	Highest allowable pair in front
Four of a Kind = A's, K's, Q's	Always Split
Four of a Kind = J's, 10's, 9's	Four of a kind in back if you can put at least a King up front; otherwise split
Four of a Kind = 8's, 7's, 6's	Four of a kind in back if you can put at least a Queen up front; otherwise split
Four of a kind = 5's and below	Never split
Five Aces	Put pair of Aces in front

13 CARD CHINESE POKER

RULES OF PLAY

Chinese Poker is similar to Pai Gow Poker. Each player is dealt 13 cards. These 13 cards are set into three poker hands: a 3-card front, a 5-card middle and a 5-card back hand. Straights and flushes do not count in the 3-card hand. The front hand must not be stronger than the middle hand and the middle hand must not be stronger than the back hand. There is no betting or folding. Once everyone's hands are set, the showdown occurs. You compete against each player individually, comparing your respective hands. For each hand you win, your opponent pays you one point. For each hand you lose, you pay one point. The player with more wins is paid a bonus point. If any player "fouls" their hand (by violating the rule that the front must be weaker than the middle, and so on), they pay four points to each opponent.

This is the basic game. The IRC dealer bot can also deal several variations:

Royalties

Royalties are special bonuses paid to the holders of particularly good hands as a way to add insult to injury. They are paid even if the hand loses, although a compensating royalty will then be paid in return. Royalties are not paid by players who surrender. The standard royalties are:

	Back	Middle	Front
Trips	0	0	2
Full House	0	1	-
Quads	3	3	-
Straight Flush	4	4	-
Royal Flush	5	5	-

Surrender

The surrender option has three variants. In real life, it is usually played "declare in turn", starting with the player to the left of the button. Each player says in order whether they wish to surrender. If so, that player will pay each active player two points at the showdown. A variant is "declare at random", in which any player can surrender at any time before the showdown, but the decision is irrevocable. The final variation is "secret declare", in which each player simultaneously declares their intentions.

Another variation often played in the real world but not available on IRC is similar to the "declare in turn" method above. However, when a player surrenders, that player pays two points only to the players that have yet to act.

Lowball

In the lowball variants of Chinese Poker the middle hands compete for the best low. The middle hand is completely independent of the front and back hands; it can be weaker or stronger than either. The back hand must still be stronger than the front hand. In ace-to-five lowball, straights and flushes don't count against the low and the best hand is a 5432A. In deuce-to-seven lowball, straights and flushes do count, the ace is high, and the best low is 75432 of mixed suits.

If royalties are also in effect, they are adjusted as follows:

When the middle hand is played for deuce-to-seven lowball, the following royalties are used:

	Back	Middle	Front
Seven-Five Low	-	1	-
Trip Eights	0	-	1
Quads	1	-	-
Straight Flush	2	-	-
Royal Flush	3	-	-

Ace-to-Five Lowball Royalties

When the middle hand is played for ace-to-five lowball, the following royalties are used:

	Back	Middle	Front
Five Low	-	1	-
Trip Eights	0	-	1
Quads	1	-	-
Straight Flush	2	-	-
Royal Flush	3	-	-

Double Deck

Chinese Poker can be played with two decks, but the new distribution of cards requires a different ranking of hands. Also, three hands are added that are impossible in single-deck games: Five of a kind, flush with two pair, and flush with one pair. The revised rankings are:

- | | | |
|-------------------|-------------------|--------------------|
| 1. five of a kind | 5. One pair flush | 9. three of a kind |
| 2. Straight flush | 6. flush | 10. two pair |
| 3. two pair flush | 7. full house | 11. one pair |
| 4. four of a kind | 8. straight | 12. zilch |

Flushes with pairs are ranked the same as regular hands with pairs, e.g., 88552s beats 6633As and 33654s beats 22AKQs.

Again, royalties must be adjusted for the new rankings:

Double Deck Royalties

With two deck rankings, the following royalties are used:

	Back	Middle	Front
Trips	0	0	1
Pair Flush	0	1	-
Four of a Kind	0	2	-
Two Pair Flush	0	3	-
Straight Flush	1	4	-
Five of a Kind	2	5	-

Double Deck Deuce-to-Seven Lowball Royalties

With two deck rankings and the middle hand played for deuce-to-seven lowball, the following royalties are used:

	Back	Middle	Front
Seven-Five Low	-	1	-
Trip Aces	0	-	1
Straight Flush	1	-	-
Five of a Kind	2	-	-

EXHIBIT “A”

NO BUST 21st CENTURY BLACKJACK 4.0

4/23/2006

Copyright @ 2006. All rights reserved.

**Any use of the game, rules, and/or trademarks without written authorization from
21st Century Gaming Concepts Inc., is prohibited by law.**

Existing issued patents

6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922



OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of 11 and a half on first two cards, 1 or 11 on three or more cards.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	11 and a half on first two cards, 1 or 11 on three or more cards
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10



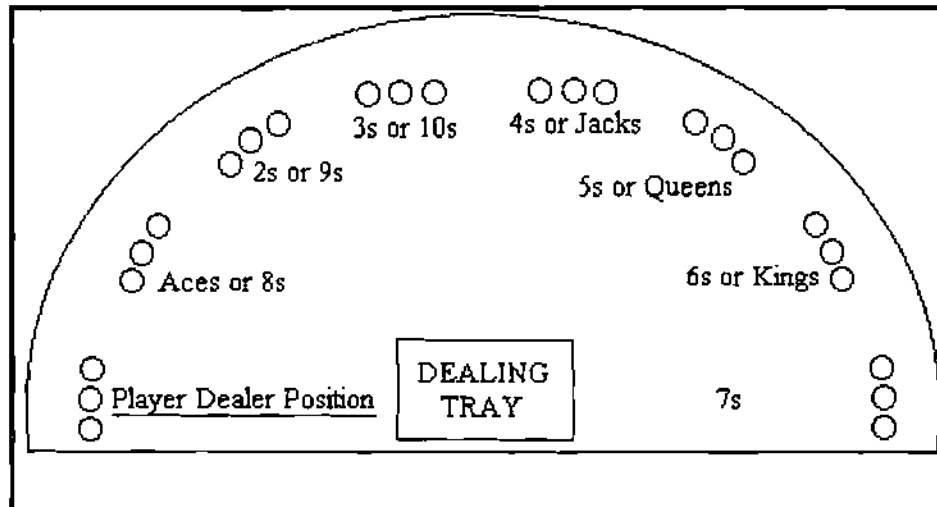
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clockwise fashion.
2. The game utilizes a special 52-card deck. The aces are bonus cards with the value of 1 and a half on first two cards and 1 or 11 on three or more cards. The game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer, which designates that they are taking the "Player/Dealer" position, and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side-to-side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clockwise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clockwise fashion. The Player/Dealer will receive a face down card.
9. Players must follow the rules that are listed in the following chart in deciding whether to hit or stand on a particular hand: (please see next page)

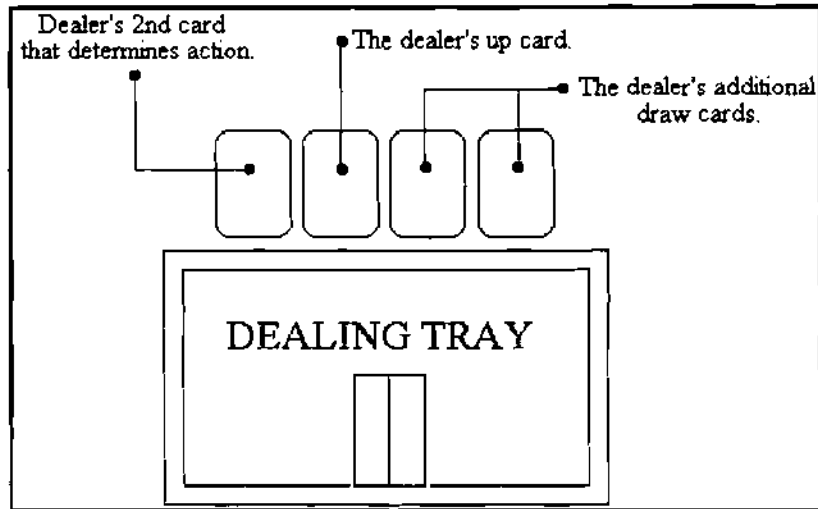
♠ GOLDEN WEST CASINO

Rules For Player		
Must Stand On	Must Hit On	Have Option On
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
11. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. Wagers will be paid or collected, clockwise until all bets are settled.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below: (please see next page)



15. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
Must Stand On	Must Hit On	Have Option On
Hard 17 And Above	Soft 17 Or Less	None

16. Once the Player/Dealer's hand has been made, all winners and losers are determined when their cards' numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
17. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
18. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.



GAME RULES

1. A "Natural" (21 1/2) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural, the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
 - a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21and half beats all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.



DOUBLE DOWN, SPLIT, SURRENDER, ODDS, & INSURANCE

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all natural. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- **ODDS**
 - Any Blackjack hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack, the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

♠ GOLDEN WEST CASINO

Bonus Aces

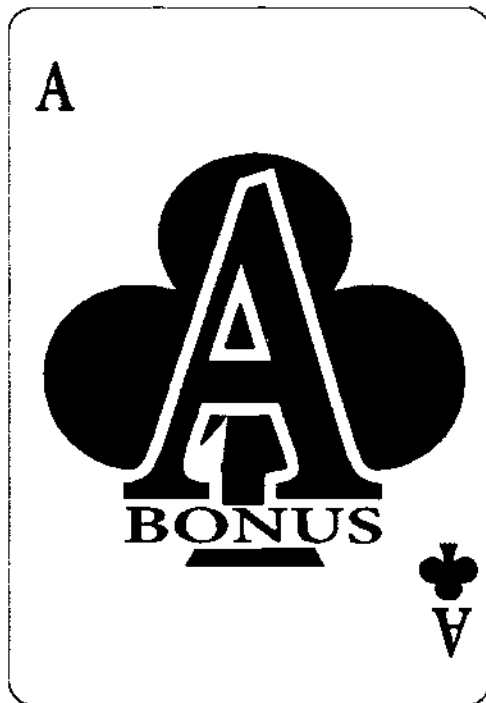


Exhibit "A"



LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

PROPOSED COLLECTION RATES

The following chart will be the collection rate at Golden West Casino.

BETTING LIMITS	PLAYER COLLECTION	PLYR-DEALER COLLECTION
\$2-\$25	\$0.50	\$0.50
\$5-\$50	\$1	\$2
\$10-\$100	\$1	\$2
\$25-\$100	\$1	\$2
\$25-\$200	\$2	\$3
\$50-\$200	\$2	\$3

BETTING LIMITS	PLAYER COLLECTION	PLYR-DEALER COLLECTION
\$50-\$300	\$3	\$4
\$100-\$300	\$3	\$4
\$100-\$500	\$4	\$5
\$200-\$700	\$5	\$6
\$300-\$1000	\$6	\$8



SECTION III – GAME INFORMATION / SPECIFICS

FOR

LIGHTNING POKER

www.lightningpoker.net



LIGHTNING POKER™ TEXAS HOLD'EM

GAME RULES AND STANDARDS OF PLAY

Lightning Poker™ Texas Hold'em follows traditional Texas Hold'em rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker™ does not allow a player to act until it is his/her turn. In addition to the individual player touch screens, there is a common center screen, which displays the community cards, pot size and other Texas Hold'em information. Lightning Poker™ Texas Hold'em rules are noted below.

LIGHTNING POKER™ TEXAS HOLD'EM RULES (WRITTEN DESCRIPTION ONLY)

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

♠ GOLDEN WEST CASINO

LIGHTNING POKER™ TEXAS HOLD'EM RULES (WRITTEN DESCRIPTION WITH VISUALS)

Initially, players receive two down cards as their personal hand (hole cards). This will be followed by a round of betting. Three board cards are turned simultaneously (called the *flop*) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from the board and personal cards. A player can even use all of the board cards only or "play the board". A dealer button is used to determine which player is first to receive cards and which player is to act last. Two blinds, right after the button, will be posted each hand.

ROUND OF BETTING

1. Opening deal – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards*



2. First round of betting – Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise the pot if no one else does.
3. The flop – The dealer (electronic mechanism) burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board*.

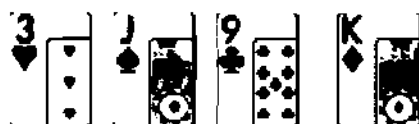
The Flop



4. Second round of betting – Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.
5. The turn – The dealer (electronic mechanism) burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *Fourth Street*.

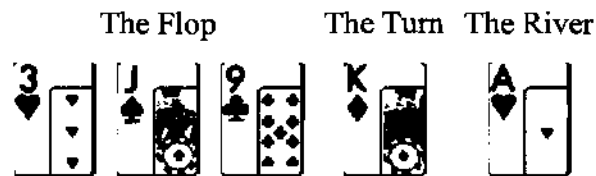
The Flop

The Turn



GOLDEN WEST CASINO

6. Third round of betting – It follows the same format as the second round, but the size of the bets have usually doubled in limit games.
7. The river – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the *river card*, or *Fifth Street*.



8. Final round of betting – It follows the same format as the second and third rounds.
9. The showdown – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

DECK OF CARDS

A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

DESCRIPTION OF DEALING PROCEDURES

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the 'deal' is rotated around the table. An electronic 'dealer button' is located in front of a player to denote that the player is the current dealer. Action before the 'Flop' is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current 'dealer' and each player can either 'bet', 'raise' or 'fold'.

If a player wants to 'raise' the bet, they do so through a 'touch' action on their private LCD touch screen. This action will cause virtual chips to be placed in the 'pot'. The subsequent players must either match that raise ('call'), forfeit their hand ('fold') or increase the bet ('raise'), all through 'touch' actions on their private LCD touch screen.

GOLDEN WEST CASINO

THE FLOP

Once the initial round of betting has finished, then three cards 'The Flop' are electronically dealt face up onto the 'Community LCD Screen' in the center of the table. These cards represent the first three 'community' cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of their two (2) hole cards and the three (3) community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

THE TURN

After all players have bet on 'The Flop', a 4th community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

THE RIVER

After all players have bet on 'The Turn', a 5th and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of the hand.

HAND RANKING

The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight
7. Three of a Kind
8. Two Pair
9. One Pair
10. High Card

NUMBER OF PLAYERS IN THE GAME

A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

GOLDEN WEST CASINO

DESCRIPTION OF HOW AND WHEN ARE HOUSE FEES COLLECTED

The method and timing of obtaining collection fees will remain consistent with the current approved method at Golden West Casino. The following table reflects the collection and jackpot rates for all Hold'em games at the casino.

NO-LIMIT HOLDEM		
Limit	Collection	Jackpot Collection
\$1-2 Min. \$20, Max. \$100 buy-in	7-10 Players \$3	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$3-5 Min. \$40, Max. \$300 buy-in	7-9 Players \$4	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$5-10 Min. \$100, Max. \$600 buy-in	7-9 Players \$4	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$10-20 (\$600 min. buy in)	\$9 per half hour per player	None
\$25-50 (\$2000 min. buy in)	\$11 per half hour per player	None
LIMIT HOLDEM		
Limit	Collection	Jackpot Collection
\$1-2	7-9 Players \$2	50¢
	5-6 Players \$1.50	50¢
	4 or less \$1	None
\$2-4	7-9 Players \$3	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$3-6, \$4-8, \$6-12	7-9 Players \$3	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$8-16, \$9-18	7-9 Players \$4	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$10-20, \$15-30, \$20-40	7-9 Players \$4	\$1 in \$15-30 only
	5-6 Players \$2	\$1 in \$15-30 only
	4 or less \$1	None
\$30-60, \$40-80, \$50-100	7-9 Players \$5	None
	5-6 Players \$3	None
	4 or less \$1	None
\$75-150, \$100-200	\$11 per half hour per player	None
\$150 and above	\$12 per half hour per player	None

GOLDEN WEST CASINO

BETTING LIMITS

Golden West Casino plans on offering the same limits of games that are currently offered on its manually dealt games. Depending on players' request, a shift manager and/or a Customer Service Representative will start the requested game by activating the table through a PC or directly at the table.

BETTING SCHEME

1. Checking, Raising and Folding is permitted in all games.
2. Limit Texas Hold'em caps the bets and allows for three (3) raises per betting round.
3. No Limit Texas Hold'em has no maximum bet and may allow for an unlimited number of raises.
4. In 'heads up play' (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.
5. In limit play, an 'All-In Bet' (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An 'All-In Bet' of half the capped bet or more is treated as a full bet, and other players may fold, call or make a full raise.
6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes 'All-In'.
7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

HOW WINNERS ARE DETERMINED AND PAID

The active player (player who has not folded) with the best five-card poker hand after the fifth community card ('The River') has been dealt and the final round of betting has been completed, or the only active player being left in a hand (all other players have folded their hands) wins the pot.

Payments are transferred automatically to the winning player's account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and "cash out" his/her winnings or remaining monies, that player touches the "Leave Table/Cash Out" on his/her private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where he/she created the player account. The player provides card room cashier with the account card and the cashier swipes the player's card to locate the player's cash balance and then pays the player his/her winnings or remaining cash balance.

GOLDEN WEST CASINO

Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for nearly a decade.

DESCRIPTION OF ROUND OF PLAY

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe his/her account card at his/her private player station. This will activate a 'Pin Pad' screen on each player's private LCD touch screen. Once the player types in her/his private PIN, she/he will be able to play in the next available hand.

When a minimum of two players sit down at a table, the shift manager and/or a Customer Service Representative can begin the game by activating the table directly at the table or from a PC.

1. To begin play, each player is dealt two (2) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold
2. All players who want to stay in the hand must check or bet as play dictates at that moment.
3. Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as 'The Flop', on the community LCD center screen. The second round of betting now happens.
4. Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as 'The Turn', on the community LCD center screen. The third round of betting now happens.
5. Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as 'The River', on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player
6. The next hand begins.

DESCRIPTION OF GAMING TABLE USED FOR THIS GAME

The Lightning Poker table is approximately 86" (length) by 68" (width) by 30" (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table.

GOLDEN WEST CASINO

OTHER EQUIPMENT USED

Lightning Poker utilizes the following required equipment for the play of the game:

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC

GLOSSARY OF THE TERMS

ACTION:	A fold, check, call, bet or raise by a player
ALL IN:	A bet that has put all of a player's money/chips into the pot.
ANTE:	A required bet posted before the start of a hand by all players
BET:	The act of placing an amount of money or chips into a pot by a player
BIG BLIND:	The largest blind bet in a game
BLIND:	A required bet made before cards are dealt
BLUFF:	To bet an inferior hand, attempting to eliminate all opponents
BOARD:	The 5 communal cards in Hold'em format games
BURN CARD:	After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.
BUTTON:	A player who is designated dealer position marked by a dealer button
BUY-IN:	The minimum amount of money required to enter any game, usually five times the maximum bet.
CAGE:	A cashier's window located in a casino where chip or money transactions take place.
CAPPED:	This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.
CHECK:	To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.
CHECK-&-RAISE:	To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act
COMMUNITY CARDS:	The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'em and Omaha.
COMPLETE THE BET:	To increase an all-in bet or forced bet to a full bet in limit Poker
DEAD MONEY:	Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.
DEALER BUTTON:	A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Also, know as "the button".
DECK:	A collection of playing cards for Texas Hold'em. The deck consists of normal 52-card deck.
DOWNCARDS:	Cards that are dealt facedown in a stud-format games.

GOLDEN WEST CASINO

FIXED LIMIT:	In limit poker, any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.
CSR:	Acronym for Customer Service Representative. A casino employee who seats players and makes decisions, also referred to as Floorperson in some casinos.
FLOP:	In Texas Hold'em, the three community cards that are turned simultaneously after the first round of betting is complete.
FOLD:	To throw a hand away and relinquish all interest in a pot.
FOURTH STREET:	The first up card after the flop in Hold'em (also known as the turn card)
FLUSH:	A poker hand consisting of 5 cards of the same suit.
FORCED BET:	A required wager to start the action on the first round of betting.
FULL HOUSE:	A hand consisting of three of a kind and a pair.
HAND:	(a) Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand, (b) A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.
HEADS-UP PLAY:	Only two players involved in play.
HOLECARDS:	The Cards dealt facedown to a player.
KICKER:	The highest unpaired card that helps determine the value of a five-card poker hand.
MISSED BLIND:	A required bet that is not posted when it was your turn to do so.
MUCK:	(a) Cards that players discarded, (b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.
NO-LIMIT:	A betting structure where the players are allowed to wager any or all of their chips in one bet.
OPENER:	The player who made the first voluntary bet.
OPTION:	The choice to raise a bet given to a player with a blind.
PICTURE CARD:	A king, queen, or jack, also called a face-card or paint.
PLAYING THE BOARD:	The use of all five community cards for your hand in Hold'em.
POSITION:	(a) The distance from the blinds or the button for any hand, (b) The order in which you act in a particular hand.
POT:	The total amount of money or chips being played for amongst players.
POT LIMIT:	The betting structure of game in which you are allowed to bet up to the amount of the pot
RAISE:	To call a previous bet while making an additional bet simultaneously.
RAKE:	A fee charged for each hand dealt.
RERAISE:	An increase in a wager at least the size of the previous bet that occurs after a raise.
RIVER CARD:	The final card in any poker game
SET:	Three of a kind. Also called trips.
SIDE POT:	A separate pot formed when one or more players are all-in.
SIT & GO TOURNAMENT:	A type of tournament that is played on a single table until there is one winner or an agreement is made between finalists to end the game.
SHOWDOWN:	The final act of determining the winner of the pot after all betting has been completed
SMALL BLIND:	The smallest blind in a game with multiple blind bets

GOLDEN WEST CASINO

SPLIT POT:	A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown
STRAIGHT:	Five consecutive ranks of any suit
STRAIGHT FLUSH:	Five consecutive ranks of the same suit
TABLE STAKES:	The amount of money that a player has on the table. This is the maximum amount that a player can lose or that anyone can win from said player on any one hand
TOURNAMENT:	A competition for players to determine whom is the best player
TURN CARD:	The fourth community card in Texas Hold'em (also called fourth street)
TRIPS:	Three of a kind. Also called a set.
WAGER:	A bet or a raise

SECTION III GAME INFORMATION/SPECIFICS

1. Name of the controlled game.

Electronic table for Texas Hold'em

2. Copies of published/proposed promotions or advertisement literature must accompany this application.

We have included brochures describing the play of "Texas Hold'EM" on the PokerPro? table.

3. A detailed description of rules of the controlled game must be attached and must include the following information:

Texas Hold'EM,

"players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the "flop") and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds"

Omaha Hi/Lo Split

"players receive four down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the "flop") and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player may use any three-card combination from among the board and two of their four personal cards, or a player may even use all of the board cards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds"

Rules provided by Bob Ciaffone via ROBERT'S RULES OF POKER

a. Standards of Play

- The Dealer button will rotate in a clockwise manner as well as the small and big blinds.
- All participants must abide by the published rules.
- No players may discuss their cards between each other.
- Any disputes will be immediately resolved via an instant replay of the hand, on the table.
- All tie hands will split the pot.
- There is no additional collection whatsoever. All collections including the jackpot collection are the same as the currently approved Texas Hold'em and Omaha games.
- All cards have their face value. The lowest hand is a non-pair with a high card; Ace being the high card. The highest hand is a Royal Flush; ten, jack, queen, king and ace of the same suit.

b. "Standard" 52-card deck or other type of card deck

- This version of Texas Hold'em and Omaha poker will use an Electro-Mechanical Shuffler in place of traditional cards. The Electro-Mechanical Shuffler shuffles the electronic cards in the same manner as shuffler presently on poker tables.
- The addition of the Electro-Mechanical Shuffler will remove dealer errors, player errors and more importantly the opportunity for cheating via marking cards, etc. All play will be monitored and supervised by a Golden West Casino employee. Any disputes can immediately be resolved. All hands of play are stored on the system servers for an indefinite amount of time.
- The electro-mechanical shuffler has been tested and certified by GLI. The systems servers will be in a secured area within Golden West Casino with very limited access. All information (i.e. hands dealt and the amount of money in play and on an individual's account) will be instantaneously saved so in the case of power or network interruption, there will not be a loss of data. In addition, the servers have tape back ups of all data as well as the data being stored with mirroring software across multiple servers.

c. Describe dealing procedures.

The following table describes the dealing process.

Stage	Description
1	The electronic cards are shuffled and there as a single deal, to all players of high card to determine the dealer button position.
2	An electronic, 52-card deck is shuffled. Blinds are posted; two cards are dealt to each player "hole cards".
3	Round of betting.
4	The table will "burn" the next card, then deal the flop, or first three community cards to be displayed on the center monitor of the table.
5	Round of betting.
6	The table will "burn" the next card, then deal a fourth card or "turn" card to be displayed on the center monitor of the table as a community card.
7	Round of betting.
8	The table will "burn" the next card, and then deal a fifth card or "River" card to be displayed on the center of the table as a community card.
9	Final round of betting.

d. Number of players in the game.

A minimum of two and a maximum of ten players can participate in ring games of Texas Hold'em and Omaha.

e. Description of how and when are house fees collected.

- The collection schedule will be as currently approved by the Division and in place at Golden West Casino will be used in this game.
- The progressive jackpot currently approved by the Division and in place at Golden West Casino will be used in this game.

f. Betting Limits.

\$2/4, \$3/6, \$6/12, \$10/20, \$15/30, \$20/40, \$75/150, No-Limit, and Pot Limit Games. Higher limits are available upon request.

g. Betting Scheme

The following table describes the PokerPro? betting scheme for Texas Hold'em.

Stage	Description
1	Blinds are posted: "Small Blind" and "Big Blind" (e.g. \$2 for the Small Blind and \$4 for the Big blind in a \$2/4 No-Limit game).
2	Hole cards are dealt.
3	Round of betting occurs, starting with player to the immediate left of the "Big Blind" (typically a three "raise" limit) with the betting options of "Call", "Raise" or "Fold". The Big Blind will have the options of: <ul style="list-style-type: none"> • "Check" (if all other players "called") • "Call" (if someone else raised) • "Raise", or • "Fold".
4	The "Flop" is dealt as community cards.
5	A round of Betting, starting with the first player remaining to the immediate left of the "dealer button" with the options of "Check", "Raise", or "Fold".
6	The "Turn" is dealt as a community card.
7	A round of betting occurs, with the first player remaining in the game, to the immediate left of the "dealer button". With the options of "Check", "Raise", or "Fold".
8	The "River" is dealt as community card.
9	The Final Round of betting occurs, with the first player remaining in the game, to the immediate left of the "dealer button" with the options of "Check", "Raise", or "Fold".

h. How winners determined and paid.

- At the end of the final betting round, the player remaining with the highest hand is the winner.
- If all other players fold before the final round of betting. The remaining player is declared the winner.
- All ties result in a split pot.
- The pot winnings are automatically transferred to the player's table stakes.

4. Describe a "round of play." Also provide a video of the controlled game being played, if available.

- A minimum of two and a maximum of ten players can participate in the game.
- The game is played on a poker table modified with individual displays for each player and a 42" flat screen monitor in the center of the table where the action of the table is viewed by players and supervisor(s).

- Players log into their seats using a player card with a magnetic stripe, and an associated Personal Identification Number (PIN) unique to the individual, which will be inserted into card reader at their personal LCD display and will display the amount of funds the player has available to them to bring to the table.
- The electronic cards are shuffled and there as a single deal to all players of high card to determine the dealer button position.
- The electro-mechanical shuffler shuffles the 52 card deck. Once the big and small blinds (the first two seats to the dealers left) are posted, two cards are dealt to each player.
- The player seated to the left of the player posting the big blind must place a check, wager or fold. This follows in a clockwise manner around the table until all players have checked, wagered or folded their hands.
- The table will "burn" the next card, then deal the flop (the first three community cards displayed on the center of the table). The player in the big blind position will check or bet. This process will follow in a clockwise manner around the table until all players have checked, wagered, or folded.
- The table will "burn" the next card, then deal a fourth card to be displayed on the center of the table. The same type of wagering will take place. The same goes for the fifth, or "river" card.
- After all wagers have been made; the winner will be determined and paid. A new electronic 52 card deck will be shuffled and play begins again once the "dealer" button is rotated one spot to the left of the previous spot.
- Any dispute will be settled by a Golden West Casino employee trained in the use of the electronic table and the Directors tablet.

5. DESCRIBE THE TYPE OF GAMING TABLE USED FOR THE GAME.

Based on customer demand and advancement in the industry, Golden West Casino proposes to modify the existing Texas Hold'em and Omaha poker game by using a modified traditional poker table with an Electro-Mechanical Shuffler. The table will be modified by the addition of a LCD screen in front of each player as well as a larger 42" display in the center of the table. No physical cards or chips will be used as in the currently approved game. All cards and chips will be an electronic facsimile or representation.

All rules and standards that apply to the current Texas Hold'em and Omaha poker game will remain the same-including the rotation of the dealer button, placement of wagers, collection of table fees and Jackpot collection, the dealing of cards, wagers, reading of the hands, and the awarding of the pot to the winner.

There is a jackpot element attached to this game which will function in the same manner as that of the current poker jackpot the Division of Gambling Control (Division) has approved. The jackpot collection, administrative fees, payout of winners, and accounting procedures will not change.

Third Party Provider of Proposition Player Services (TPPPS) as defined in section 19984 of the California Business and Professions Code (the Gambling Control Act) do not participate in this game within their official capacity.

6. List other equipment used.

- Electro-Mechanical Shuffler - Calculated algorithm that shuffles an Electronic deck of 52 cards.

- Director's Tablet, - Device used to administrate the electronic poker table(s). Also interfaces to the secured and controlled computer systems that displays the cards and instantly records all cards, wagers and contributions.

7. Provide a glossary of terms used in the controlled game.

Action

A fold, check, call, bet, or raise. For certain situations, doing something formally connected with the game that conveys information about your hand may also be considered as having taken action. Examples would be showing your cards at the end of the hand, or indicating the number of cards you are taking at draw.

All In

When all a player's chips are in the pot.

Bet

The act of placing a wager in turn into the pot on any betting round.

Big Blind

A forced wager to stimulate action in a poker game.

Burn card

After the initial round of cards is dealt, the first card off the deck in each round is discarded.

Button

See Dealer Button.

Buy In

The minimum amount of money a player must sit down with in order to play a particular game.

Cage

The place where the player will deposit money into the player account.

Call

To accept the previous action. If another player bets, to continue to play you must call to match the wager (or raise).

Cap

To put in the last raise permitted on a betting round (third raise).

Center Pot

The main pot. If a player goes all-in and there is more betting, a new (side) pot is displayed.

Check

To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

Chop

Divide the pot.

Chip

The electronic facsimile of a clay chip used instead of cash at a gaming table.

Collection

The fee charged in a game.

Community Cards

The common cards used by all players. The cards that are in the middle of the table during the hand.

Deal

To give each player cards or put cards on the board.

Dealer Button

A white button used to determine who will be the first to act in wagering.

Flop

The first three community cards dealt and displayed on the center of the table.

Fold

To throw your hand away.

Fourth Street

The first board card after the flop (also called the turn card).

Flush

A Poker hand consisting of five cards of the same suit.

Full House

A hand consisting of three of a kind and a pair.

Hand

- All a player's personal cards.
- The five cards determining the poker ranking.
- A single poker deal.

Heads-up Play

Only two players involved in play.

Hole cards

The cards dealt facedown to a player.

Kicker

The highest unpaired card that helps to determine the value of a five-card poker hand.

Limit

A game where there is an established maximum bet, and raise.

Main Pot

The pot where all bets were matched by all players involved in the hand. If a player is not able to match a bet (because they are all in), then a side pot is created.

Missed Blind

A required bet that is not posted when it is your turn to do so.

Muck

To fold a hand. It is also the pile of folded and burned cards in front of the dealer.

No-Limit

A betting structure where players are allowed to wager any or all of their chips in one bet.

Pot-Limit

The betting structure of a game in which you are allowed to bet up to the amount of the pot.

Raise

To increase the amount of the previous bet. The increase is determined by the type and the limit style of the game.

Rebuy

To buy more chips, bring more money into the game.

Re-raise

To raise after somebody has already raised.

Ring Game

Playing a Cash game at the regular poker tables as opposed to a tournament.

River Card

The fifth and last card dealt for the community board.

Side Pot

A pot that is created when one or more players are all-in.

Small Blind

A forced wager to stimulate action in a poker game. Half of the big blind.

Shuffle

The act of mixing the cards before a hand.

Split Pot

A pot that is shared by two or more players.

Straight Flush

Five cards in consecutive rank.

Table Stakes

The amount of money you have on the table. This is the maximum amount that you can lose or that anyone can win from you on any one hand.

The requirement that players can wager only the money in front of them at the start of a hand, and can only buy more chips between hands.

Tournament

An event where a group of players sit down with the same number of chips and continue play until only one player has all of the chips. In tournaments, there is a buy-in for each player and all of the money is added up and divided into a prize pool.

Turn Card

The fourth card dealt for the community board.

Wager

To bet or raise.

BETTING LIMITS AND DESCRIPTION OF HOW AND WHEN ARE HOUSE FEES COLLECTED

The method and timing of obtaining collection fees will remain consistent with the current approved method at Golden West Casino. Golden West Casino plans on offering the same limits of games that are currently offered on its manually dealt games. Depending on players' request, a shift manager and/or a Customer Service Representative will start the requested game by activating the table through a PC or directly at the table.

The following table reflects the collection and jackpot rates for all Hold'em games at the casino.

NO-LIMIT HOLDEM		
Limit	Collection	Jackpot Collection
\$1-2 Min. \$20, Max. \$100 buy-in	7-10 Players \$3	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$3-5 Min. \$40, Max. \$300 buy-in	7-10 Players \$4	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$5-10 Min. \$100, Max. \$600 buy-in	7-10 Players \$4	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$10-20 (\$600 min. buy in)	\$9 per half hour per player	None
\$25-50 (\$2000 min. buy in)	\$11 per half hour per player	None
LIMIT HOLDEM		
Limit	Collection	Jackpot Collection
\$1-2	7-10 Players \$2	50¢
	5-6 Players \$1.50	50¢
	4 or less \$1	None
\$2-4	7-10 Players \$3	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$3-6, \$4-8, \$6-12	7-10 Players \$3	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$8-16, \$9-18	7-10 Players \$4	\$1
	5-6 Players \$2	\$1
	4 or less \$1	None
\$10-20, \$15-30, \$20-40	7-10 Players \$4	\$1 in \$15-30 only
	5-6 Players \$2	\$1 in \$15-30 only
	4 or less \$1	None
\$30-60, \$40-80, \$50-100	7-10 Players \$5	None
	5-6 Players \$3	None
	4 or less \$1	None
\$75-150, \$100-200	\$11 per half hour per player	None
\$150 and above	\$12 per half hour per player	None